

DUL4-01

The Gift

A one-Round D&D LIVING GREYHAWK® The Dullstrand Regional Adventure

Version 1.1

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A local merchant wishes to offer a gift to his best friend and needs someone to procure and deliver it to Zeltown,
nothing easier, right?
For APLs 2-8

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Dullstrand. Characters native to The Dullstrand pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventuring in The Dullstrand

In 593 CY, PCs adventuring in the The Dullstrand had an opportunity to receive an AR entry that could hinder them in The Dullstrand.

For the DM's convenience this is replicated below.

Blood Feud with the Gatts Clan:

The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining XP and treasure up to that point.

Adventure Background

The Dullstrander Plains Race.

This hardy breed of horse is only found on the plains north east of the Choke River in The Dullstrand. More known for their strength than their speed, this race was quite often used as mounts for heavy cavalry or to haul heavy loads. This quality proved its undoing during the Greyhawk Wars, with the quasi depletion of the herds by traders to provide the protagonists with enough animals to satisfy their needs.

The breed would have most likely become extinct if the Druidic Circle of Druid's Hand had not stepped in and placed a ban on all trading and placed the remaining herds under their protection.

Today the druids keep a close eye on the animals, each herd having its own protector and only allowing horses to be captured for breeding, with poachers being hunted relentlessly.

The refugees from Lordship of the Isles

The sudden fall of the Lordship of the Isles into the hands of the Scarlet Brotherhood, in Fireseek 584 C.Y. stunned all in this region. The following month a half-dozen tall ships of the Lords entered Dullstrand Bay, commanded by four of the Lords themselves. The Lords had brought along their noble families, many of their closest allies, and some of their wealth; the Lords and their followers totaled about 400. The Masters were not pleased to see the Lords' arrival, as the latter clearly anticipated taking control of the City and using it as their own domain (if not a base from which to regain their lost islands). After considerable argument and some bloody skirmishing, the Lords agreed to settle on the opposite side of the small inlet, where they quickly began building their own manors, plantations, and other buildings. The inhabitants who held farms or dwellings on that side of the inlet were moved out but given compensation, which they took with many a bitter curse.

The Lords appear to have settled in and today a few of the inhabitants of the City have found gainful employment with them, though there still seems to be some resentment between the islanders and the residents of Dullstrand.

Over the years, some of those who fled with the Lords have become disillusioned with them, as they seem no closer to regaining control of the Lordship as they were on the day they fled. Indeed, some of the Lords look to have become contented with their life in The Dullstrand. These

elements have begun to make tentative contact with their homeland to see if they could return without trouble. The problem is that some of them have become impatient and are about to take matters in their own hands.

Dullstrand City

The Free and Independent City of Dullstrand, also known as Dullstrand City (or DC to its inhabitants) is a large town built in an inlet on the south eastern coast of the continent. It is one of the few ports capable of receiving large ships anywhere along the coast in the Azure Sea, and the largest settlement for miles in any direction.

Dullstrand is fairly unique in its appearance and this sense of 'uniqueness' has affected its citizens to some extent.

Dullstrand is built on what appears to be the ruins of an ancient, pyramid-style city. The top portion of Dullstrand comprising of a dark, igneous rock found virtually no-where else on Oerth. At the centre of the town is a dark rock monolith known as the Citadel, which seems to be the top of the pyramid, from which the 'Masters of Dullstrand' run the town. Four identical concourses run out from the Citadel, dividing the town into four quarters.

Apart from the Citadel, the rest of the original pyramid is buried into the surrounding land, but this has produced a strange consequence in that most of the town is below the level of the adjacent hills and dunes. Over the years these hills have been built up to hide Dullstrand from being spotted from the sea. To keep to this confidentiality for many years it was against the law to build more than one story high and so a lot of cellar-like structures exist below ground, but in their majority these are only accessible to residents of Dullstrand and off limits to out-of-towners. A few two-story buildings now exist, but these must have all their top floor windows blacked out at all times, something that is strictly enforced by the Dullstrand watch (and no amount of bribes will change this). No lights are allowed to shine at night that can be seen from the sea. Dullstrand itself can barely be discerned in the daytime from offshore, unless one actually enters the inlet (Dullstrand Bay) to see around the artificial hills and carefully planted brush and trees, built up over many decades by the local people. As well as that, there is the large reef, shallow waters and other maritime hazards that exist in front of the inlet and so if you are not from the area, it is necessary to hire a pilot to enter the City.

Demi-humans are looked on with suspicion, though this is starting to change, but halflings, especially, are still treated as 'second-class' citizens, with a lot of them still in indentured service to various merchants of the town.

No formal charter of laws govern the town, though a few straightforward, common-sense rules for the handling

of land ownership, the settling of disputes, and public conduct have been written down and are generally enforced. The town has no official jail; severe violations are punished by death or indentured servitude and minor violations by beatings or, more often fines or some might say bribes. One-handed weapons and light armour are permitted within the City boundaries, anything larger or heavier will be confiscated by the Watch unless an 'agreement' can be reached. Bows must be unstrung and a trigger guard placed on Crossbows. Peace bonds and seals can be placed on non-authorised weapons for transport purposes.

The government is authoritarian but tolerably corrupt; keeping its hands off all business in the town as long as it receives the proper "fees" (Bribery in Dullstrand City is a long established tradition, not a crime). This does raise the cost of doing business in the City, but the wide-open atmosphere and lack of concern about using the town for smuggling or piracy operations encourages the business turnover.

The Masters use their clan soldiers as a private militia protecting their interests but very rarely interfering in the day to day running of the City except when they are displeased with the turn of events. The City Watch is a fairly 'neutral' force, paid for and run by the merchants' guild, which sees to keeping the law in the City, the law as interpreted by the merchants of course. Again the Masters are happy with this situation as long as the appropriate "fees" are regularly received. To further cause problems, local citizens of all races have formed their own militia to protect themselves, and anyone who can contribute, from criminals and quite often the Watch and the Masters' militia. This has lead to immense friction and, quite often, open conflict between the Watch and the Concerned Citizens' Militia (as they like to be known) being refereed by the Masters' Militia. At the moment an uneasy truce hangs over the City, with the Watch seemingly having the upper hand.

Zilchus is the main god worshipped in the City for some strange reason, with Procan and Xerbo also having large followings. There is a large temple to Rao in the City, but the number of worshippers has fallen over the years. Amongst the Halfling indentured servants the worship of Arvoreen is on the rise.

Adventure Summary

Introduction: The PCs are in Druid's Hand looking for work and there they meet up with a merchant just about to leave for Sunndi via the Highland Trial

Encounter 1 [A merchant's problem]: The merchant has realized that he has not got his best friend a gift for his

50th birthday and he asked the PCs if they could help him. He would like to offer a Dullstrand Plains mare, but has been unable to find one in Druid's Hand at a reasonable price at such a short notice. The merchant offers a substantial reward if the PCs can escort a hostler and his apprentice to where they could capture one and then take her to his friend in Zeltown within the next week.

If the PCs accept, they have to discover information on the Dullstrand Plains race and they can find out the location of a herd and that a Ranger watches over it.

Encounter 2 [The journey east]: Setting out, the PCs journey towards where they hope to find the horses. They make camp for the night, but unfortunately, for them, are woken from their sleep by some humanoids blundering into their camp.

Encounter 3 [The Dullstrander Plains]: Eventually, the PCs find the herd and attempt to help the hostler capture a horse, we hope, succeeding.

Encounter 4 [Althea Weltrain, Ranger]: If they had bothered to find the ranger and talk to her she will let them go, otherwise she will stop them and ask their business. In the second case it is up to the PCs to persuade the ranger to let them go, with the horse, but she will attempt to free the horse if they do not convince her.

Encounter 5 [Dullstrand City]: If the PCs have the horse, they make their way to Dullstrand City. Here they encounter the various militias that patrol the city.

Encounter 6 [Dullstrand City docks]: In the docks they have to find a ship that will agree to take them and the horse to Zeltown, a trip of about a day. They eventually find a ship and they embark, with other passengers.

Encounter 7 [As we were sailing to Zeltown]: That night, the other passengers attempt to hijack the boat, as they wish to use it to return to their homeland of the Lordship of the Isles and then as a privateer in the service of the Lordship of the Isles. If the PCs do not prevent this, they will find themselves stranded on a small island hoping for a ship to pass by.

WARNING: This encounter can take some time because of the conditions in which it happens. Read over it carefully and leave sufficient time to run it.

If the PCs manage to prevent the hijacking, they will be able to sail into Zeltown, deliver the horse and receive their reward.

Introduction

Note that there is a player's map of The Dullstrand included as Player's Handout 1.

Once the players are settled and you have answered any initial questions they might have read or paraphrase the following:

You had come to Druid's Hand in the hope of finding employment, either as a guard on one of the caravans heading over the Highland Trail into Sunndi or perhaps on one of the expeditions into the Hestmark Highlands which are said to explore the area for treasure or artefacts from the ancients that were said to have once inhabited the mountains. Unfortunately for you, there are very few caravans heading north at the moment and none of them needed any help. As for the expeditions, well it seems that this was nothing but a rumour and so you find yourselves at a loose end. You have gathered at the Caravanserai watching the latest group of wagons getting ready to head out. Perhaps tomorrow will bring a change in your luck.

This is a good time for the players to introduce themselves.

After they have done the introductions read the following:

Encounter 1: A Merchant's Problem

As the caravan is about to leave, a lone figure separates himself from the wagons and rides towards you. The figure heads towards a couple of men standing near you and starts to talk to them, his voice is loud and you can hear him quite clearly.

"So you are clear with what you must do then? I want that mare delivered in Zeltown within the next ten days."

One of the men looks up at him and answers.

"But boss, I am not sure where we are even to start looking and then Averno and me; there is no way that we could possibly do the journey on our own. It can get dangerous out there and we are not great fighters."

The man on the horse looks at the two men and then sighs.

"I suppose that you had better find someone to help you, but who I have no idea. Most of the people here are already employed as guards."

The man looks around and sees your group; he rides over and stops in front of your group.

"You there people, are you any good at fighting?"

The man is Vredericks Arianberg a member in good standing of Dullstrand City Merchants' Guild. He is of mixed Flan/Suloise descent, looks in his early 40s. Anyone making a DC 12 Appraise check can see that his clothes are of excellent manufacture. A DC 12 Knowledge (nature) check will reveal that his horse is in excellent condition and well taken care of. A DC 20 Knowledge (nature) check will tell the PC that the horse is of the Dullstrander Plains race, a hardy breed that lives wild in the plains of The

Dullstrand. A DC 20 Knowledge (Splintered Suns) once the name of the race is known will enable the PC to know the history of the race as presented in the background.

☛ **Vredericks Arianberg:** LN, male human Exp 6/Ari 1.

Vredericks addresses the group correctly and awaits and answer.

As long as the PCs are not insulting, Vredericks, who is used to dealing with the rough and tough men on the Highland Trail, will offer them employment. If the PCs are insulting or ignore him then Vredericks will ride off and it will take a DC 20 Diplomacy check to get him to talk to them. If Vredericks refuses to talk to them then the adventure ends here.

If Vredericks is satisfied with the answer he will then talk to the group.

"I might have a job for you, if you are interested. My two men over there need an escort into the central plains, nothing too hard, just a matter of capturing a horse. Then, once that is done, they will need to be accompanied to Zeltown where they are to hand over the horse to my good friend Yohannes Rikaards. So what do you say?"

The PCs may ask questions of Vredericks and he will answer honestly. Anyone doing a Sense Motive check will automatically succeed and know that he is not lying, but do not tell the players this.

What is in it for us?

"I will pay each person a sum of (APL * 75) gold each, as well as that, if you get the horse there in the next ten days, I am sure that Yohannes and I will show even more gratitude."

What do you want the horse for?

"For my friend Yohannes Rikaards' 50th birthday"

What type of horse are you looking for?

"A Dullstrander Plains mare; Yohannes already has a good stallion and I am sure that he will more than appreciate the gift."

Where are the horses to be found?

"As far as I know, to the east of Druid's Hand in the unclaimed lands, perhaps someone here might be able to give you more information."

Why should we remove the horse from its natural habitat?

"The horses are natural resource of this area, if you do not capture it, someone else will. I know Yohannes will take

good care of the horse. It will be well looked after and will get better care than it could in the wild."

Who are your two men?

Jozep and Averal Daytain; brothers, good men with horses, but not much use for anything else, you would have to protect them. Averal, though, is an excellent cook.

How do we get to Zeltown?

"By boat, of course, I have given enough coins to the Daytain brothers to provide for everyone's passage, including the horse. You would have to find a boat in Dullstrand City though."

Why can you not do this yourself?

"I am expected in Pitchfield (DC 10 Knowledge (Splintered Suns) or Int. check; capital of Sunndi), to close an important deal for the Merchants' Guild, otherwise I would have done it."

Vredericks will reassure the group that he has no ulterior motives other than to offer his friend a birthday present.

If the adventurers do not wish to help the Vredericks the adventure ends here.

If the adventurers agree to help the Vredericks he will take them to meet the Dayton brothers.

🔱 **Jozep Daytain:** male human War1/Exp3, hp 27 (see Appendix 5)

Jozep is a small man of Flan blood with an explosive temper, but he is an expert hostler.

🔱 **Averal Daytain:** male human War1/Exp2, hp 21 (see Appendix 5)

Averal is almost 1 and a half times Jozep's size, Flan as well might be expected, not too bright, but he is indeed an excellent cook, though he always seems to be hungry.

The brothers look almost identical apart from their size difference.

The brothers have a small wagon pulled by a couple of mules with all the food and equipment that they need for the journey. They have enough food for the two of them, their mules and the captured horse, for a week.

Once the introductions are made, Vredericks will head back to the caravan as it heads out on the Highland Trail.

It is still early in the day, around 10 in the morning. The PCs may wish to head out, but they will need supplies and perhaps information concerning where they are going.

The PCs may buy supplies and equipment in Druid's Hand, anything from the *Player's Handbook*, except no

Masterwork weapons and armour. If they ask at the local temple they may purchase any divine scrolls of first level as found in the *Dungeon Master's Guide*, though they are limited to 5 of any one spell. Scrolls of second level druidic spells are also available, but they may only purchase 1 example of each scroll of 2nd level. No arcane scrolls are to be found in Druid's Hand.

They will all need one week's rations or will have to attempt to hunt while they are on the plains. (Remember that upkeep replenishes the rations, but they must have them in the first place, so the original cost of the rations is not covered by upkeep).

The PCs may find out following information, they can either make the checks or good role-playing will also reward them with the knowledge.

DC 15 Gather Information or DC 20 Knowledge (Splintered Suns) check.

At the Caravanserai or the Rangers' Headquarters the PCs can find out the last known location of a herd of Dullstranders. They were last seen about a day's ride to the east of Druid's Hand. The rangers will also tell them of the history of the race if they ask.

DC 20 Gather Information or DC 25 Knowledge (Splintered Suns) check.

At the Rangers' Headquarters or the local temple they will be informed that a ranger has the job of ensuring that no poaching of the herd happens. She must be approached and asked permission to capture any horses. If this is not done, she is known to exact retribution on the thieves.

If the PCs wish to travel to the Druid's Circle, about an hour to the south-west of Druid's Hand they can find out the information, the DCs are reduced by 5 as the druids keep a close eye on the goings on. The druids will also tell them of the history of the race and warn them not to approach the herd too closely. The druids also tell the PCs the ranger's name, Althea Waltrain, and that to contact her, one just has to wait in their camp.

The information gathering should take the rest of the day and so they will have to set out the next morning.

The PCs can forgo finding information and supplies and head out straight away, if they wish, but they will be penalised.

Encounter 2: The Journey East

You begin your journey eastwards towards the last known location of one of the herds of Dullstrander horses. Your journey is pleasant though frequently interrupted by

Avernal complaining about being hungry and being told to shut up by his brother. At lunch what Vredericks said about Avernall proves to be true, he is an excellent cook, if it was not for his size he could almost pass for a Halfling as far as his appetite goes.

The terrain here is large plains with rolling hills. Now and then a small stream cuts through the land. There are very few trees, but quite a lot of brush and scrub plants.

The brothers will not share their food, but Avernall will cook for the PCs. Anyone who has not brought supplies will have to try to hunt. Instead they will need to hunt, requiring a DC 20 Survival check to catch enough for three people for one meal, so two checks will be necessary to feed the group if they have no food. Water is easier to find as on the way the group passes by quite a few small streams.

Once lunch is over, the group sets out again, PCs may hunt on the way, this will allow them 2 checks each.

The sun is beginning to set when finally you call a halt for the evening. You are now in the plains and the sunset is quite magnificent over the flatlands.

Once again the PCs will have to catch their dinner if they have brought no supplies (same DCs as above). Anyone who has not eaten at this point is starting to feel slight hunger pains, nothing too worrying, just irritating.

Hopefully the PCs will set up a watch; otherwise they are going to have a nasty surprise. The brothers will not take any watches and will not suggest it either.

The following encounter is for APLs 4 to 8 only; APL 2 groups can sleep soundly and wake up refreshed in the morning.

Just before 1 am have the characters on watch make DC 15 Listen checks. Characters asleep must succeed at a DC 25 Listen check.

To those who make it, read the following:

You hear barking and growling to the north and it seems to be getting closer. Suddenly there is a louder growl followed by a yelp quickly cut off. The barking stops for a few seconds before starting again, even louder.

Anyone awake making a DC 15 Knowledge (Splintered Sun) will know that the dogs and wolves that run free in The Dullstrand are quite often known to give advance warning of monsters.

The PCs will have about 1-2 minutes to prepare themselves before a small group of humanoids burst into the camp. These are raiders down from the Highlands

looking for food and plunder. Unfortunately for them they ran across the dogs and are now trying to get away from them and have run headlong into the camp. The monsters will be relatively well spread out, but all will come from the north.

Remember that anyone sleeping in medium or heavy armour is automatically fatigued. Anyone not sleeping in his or her armour will have to don it as explained in the equipment section of the Player's Handbook. The PCs have just enough time to hastily don most armour except it will not be possible to don full or half-plate (Table 7-7, page 123 *Player's Handbook*). Mages will not be able to learn any new spells and also, this breaks the 8 hours uninterrupted rest that they need.

If the PCs are not awake, the humanoids will rush in and begin to hit the characters, they will **not** do a coup-de-grace, but will position themselves to their best advantage in the camp. Give the PCs an opposed Listen check to their Move silently check + 10 to hear them moving around the camp.

The encounter should not prove hard, just a reminder that this is still the wilderness. The Daytain brothers will take part in the combat to the best of their abilities.

APL 4 (EL 2)

🐾 Gnolls (3) hp: 11 each; see Appendix 2.

APL 6 (EL 4)

🐾 Bugbears (2) hp: 16 each; see Appendix 3.

APL 8 (EL 6)

🐾 Ogres (3) hp: 29 each; see Appendix 4.

Once the combat is over, the dogs will approach the camp and sit on the edges expecting to be fed. They will satisfy themselves with the bodies of the humanoids, tearing them apart and gorging themselves. Any hostile movement towards the dogs and they will immediately run. Otherwise they will let themselves be stroked and fussed before leaving

All APLs (EL 2)

🐾 Wild Dogs (6) hp: 6 each; see Appendix five.

If the PCs attack the dogs they will get no XP for them.

In the morning, unless the PCs have thought to rest for 8 hours after the combat they will not regain any hit points; the mages will have to count any spells used during the evening as part of their daily complement as will clerics that meditate in the morning (see pages 178-180 *Player's Handbook*).

If the PCs do not think to tell the Daytain brothers about resting longer they will be up at around 7am and will make a lot of noise as they prepare breakfast and so wake the PCs up.

Encounter 3: The Dullstranders Plains

After breakfast you travel for another couple of hours before you find yourself overlooking a wide plain. In the distance a small dust cloud can be seen which seems to be approaching your position.

If any PC has the possibility to look closer (spyglass, scrying or other method) they will be able to see that it is a large herd of horses approaching. Have them make a DC 25 spot check.

If the spot check is made, take the PC aside and read them the following:

You catch what seems to be a glint of sunlight reflecting off something in the middle of the herd. Looking at the shadows it seems to you as if one of the horses has a horn. You look again, but see nothing, obviously just a trick of light.

At this point the PCs may wish to set up camp and begin planning out how to capture a horse and maybe, if they bothered to check, contact the Althea Weltrain the ranger who watches the herd (see Encounter 4).

To contact Althea, all they have to do is set up camp and wait. She will hail the camp 30 minutes later.

How the PCs capture the horse is up to them, but Jozep will keep reminding them that she has to be captured alive and intact.

It is relatively easy to approach the herd, DC 10 Move Silently and, if anyone should ask, the wind is coming from the herd. Nearly all the horses are mares, so finding one is easy, requiring only a DC 10 Survival or DC 5 Knowledge (nature).

All APLs (EL 2)

🐾 **Dullstrander mare** (1) hp: 30; see APL appendix five

Remember that they can use non-lethal spells such as *colour spray*, *sleep* or *charm animal* for example.

If anyone wishes to try to lasso the mare, they may. They have to first make a DC 20 Use Rope check to prepare the lasso. They must then try to capture the mare, normal AC + 5 to drop the noose over its head (remember -4 for not being proficient with lasso) and make an opposed Strength check with the mare to not be pulled off their

feet. If they fail the strength check they must make a DC 10 Strength check or the rope is pulled out of their hands. If they are not wearing gloves, they will take 1d4 damage from the rope burns. If they make the Strength check then they can hold onto the rope but will be pulled behind the horse, taking 1d6 non-lethal damage a round.

If they make the Strength check to stay on their feet, then the horse may only move within the limits of the trailing rope this being 30 ft.

Jozep is proficient with the lasso and he does have gloves, he will stand ready to lasso the mare.

Capturing and preparing the mare for travel will take the rest of the day.

Once they have captured the mare, if they have not contacted Althea, she will make herself known.

Encounter 4: Althea Weltrain, Ranger

If the PCs waited for Althea or tried to find her:

*It has been about 30 minutes since you set up camp. A female voice calls from your right.
"Hello the camp, may I enter?"*

Give the PCs time to react and if they answer in the affirmative Althea shows herself. They can make Spot checks to see if they can find her against a take 10 on her Hide check.

A woman stands up from behind a bush that you could have sworn was not big enough to hide anything. She is wearing deerskin trousers, moccasins, a light chain shirt over her blouse and carries a longbow. She has a quiver slung over her shoulder and has a short sword hanging from her belt. As she comes closer you can see that all her arms and armour have been dulled to take any shine out of them. She stops about 25 feet from the camp.

"Well met, I am Althea Weltrain, Protector of this herd. What business do you have here?"

As long as the PCs explain what they wish to do and that they mean no harm to the herd, Althea will ponder a while (make them sweat) and then give her permission to capture a mare. Until she has given her permission, she will not call her animal companion into the camp.

Althea is a hard-bitten campaigner as the scars on her face show. She is very cynical towards anyone trying to flirt with her, as, in her eyes, they are only trying to gain favour with her.

Althea will not allow anyone to approach the centre of the herd and will draw weapons if the PCs insist. She will only fight if the PCs attack first.

If the PCs refuse her entry to the camp she replies back.

“So you do not trust me, well in that case I will not trust you. Have it known that the herd is under my protection and any attempt to capture or kill its members will be met by force. What say you now?”

The PCs must now make a DC 20 Diplomacy check, one per person, to calm her down, if they fail she will leave and watch them.

If the PCs are polite, explain themselves well and role-play the encounter properly then no Diplomacy check is needed.

If they capture a horse without her permission, she will attempt to free the horse, fighting the PCs if necessary.

If the PCs persist in refusing to meet her she will leave and watch them. As above, if they capture a horse she will attempt to free the horse.

If the PCs have not contacted Althea and captured the horse, then read the following:

A female voice rings out from the terrain.

“What right have you to capture one of Obad-Hai’s creatures, explain yourself or face my wrath.”

The PCs must now explain what they are doing there and must succeed in a DC 20 Diplomacy check or she will attempt to free the horse later on.

If the PCs are polite, explain themselves well and role-play the encounter properly, then Althea will accept their reasons, no Diplomacy check needed.

APL 2 (EL 5)

☞ Althea Weltrain, Ranger 5 hp: 34; see Appendix 1.

☞ Wolf Animal Companion hp 13; see Appendix 1.

APL 4 (EL 7)

☞ Althea Weltrain, Ranger 7 hp: 46; see Appendix 2.

☞ Wolf Animal Companion hp 26; see Appendix 2.

APL 6 (EL 9)

☞ Althea Weltrain, Ranger 9 hp: 57; see Appendix 3.

☞ Wolf Animal Companion hp 26; see Appendix 3.

APL 8 (EL 11)

☞ Althea Weltrain, Ranger 11 hp: 69; see Appendix 4.

☞ Wolf Animal Companion hp 39; see Appendix 4.

Tactics: Althea will wait nightfall and then try to sneak into the camp to free the mare. If the PCs have a guard out, she will cast *pass without trace* on herself and then drink her potion of invisibility. If forced into a fight, she retreats to cover to shoot into the group. Her first targets will be unarmoured or the lightest armoured PCs. If anyone reveals themselves to be a spell caster then they will be her next target. If she frees the horse she will then attempt to get away.

Althea’s animal companion will wait outside the camp and will only intervene if Althea is trapped or calls to it.

If the horse is freed and Althea gets away then she will watch the group and should they try to capture another horse, try to free it again.

The Daytain brothers will not want to fight Althea, hiding in the wagon and will not wish to do more than one more attempt to capture a mare.

If the PCs give up, then they have to return to Druid’s Hand empty handed and the adventure ends.

If the PCs kill Althea then they will have earned the enmity of the Druidic Circle and be banished from Druid’s Hand.

If the PCs manage to capture Althea and later free her then they will have earned her enmity.

Once the PCs have the mare then they can continue towards Dullstrand City to try and get a boat to Zeltown.

They will have to do one more overnight stop before arriving, feel free to scare them with strange noises, but nothing happens.

Encounter 5: Dullstrand City

It is about midday the day after you captured the mare when you approach Dullstrand City from the west. As you pass by the hills surrounding the city you see the northwestern gate. Approaching the gate you can see that members of the Masters’ militia guard it, as well as two other small groups, who are keeping well away from each other and seem to be watching the others more than the coming and goings.

The two groups are members of the Watch and the Concerned Citizens’ Militia, anyone making a DC 15 Knowledge (Splintered Suns) will know that they do not get along at all.

If the PCs ask the Masters’ Militia they will tell them that lately there has been a rise in tension between the other two groups, each one insisting that the other is responsible for various attacks on them.

At the gate the group will be stopped and informed of the rules governing weapons in Dullstrand City.

One-handed weapons, light armour and shields are permitted within the City boundaries. Bows must be unstrung and a trigger guard placed on crossbows. Peace bonds and seals can be placed on non-authorized weapons for transport purposes. None authorized armour must be removed and carried. They will be informed that if the seals are broken or armour is worn it will be confiscated.

No wild or dangerous animals are allowed inside Dullstrand City, so animal companions might have to be left outside (basically all alternative animal companions as described in the *Player's Handbook* pg 36 and dire animals. A large viper will also be refused entry, unless hidden. Wolves can enter, as long as the guards mistake it for a dog, or they are persuaded to look the other way, i.e. a bribe of 15 gp, 5 per group.)

Each PC is charged an administrative fee of 3 gp (not included in upkeep) to enter Dullstrand City and pay for the bonds and seals.

If anyone should look, they will see that each guard group gets a third of the money.

If any of the PCs should mention that they come from Sunndi, they will be greeted with scowls and nasty comments. They will definitely get the impression that they are not really welcome here, but tolerated.

If they should ask about this, they will be told to go back to Sunndi and to leave Dullstrand City alone. That their kind is not wanted here, and if they think that they could do a better job running the place why not start at home. Just let them try to invade The Dullstrand, they will see how real men fight.

As the PCs make their way through Dullstrand City to the docks they will be stopped by a patrol from each camp; the Masters' militia, the Watch and the CCM. If anyone has un-authorized weapons or armour, which is not peace bonded or carried, they are told that unless a 'fine' is paid they will be confiscated. The fine is of APL x 100 gp for person carrying them. Of course each patrol will demand its 'fine'.

If the PCs wish to avoid paying the fine through fighting or running away they will be pursued. Note that the average patrol is 10 men (1 2nd level warrior leading 9 1st level warriors). While the higher APL groups may get away from the patrols, they will find it impossible to get to the docks and will have to sneak out of the city.

The PCs can circle round to the eastern gate, repay the entrance fee, and get new seals and bonds on their weapons and armour if they wish. If they are unable or unwilling to re-enter DC then the adventure ends here.

All APLs

☛ **Masters' Militia, Watch, CCM patrol** (total 3).

☛ **Warrior 2** (1) hp: 20; see Appendix 5.

☛ **Warrior 1** (9) hp: 13 each; see Appendix 5.

No XP is awarded for fighting the patrols.

If the PCs should be captured, then they will be taken to the appropriate barracks and sentenced.

If they killed any members of the patrol: Death by drowning (the body is recoverable).

Otherwise the sentence will be 8 TUs indentured servitude.

The sentence may be bought off at the following rates:

Death commuted to a fine of APL x 250 gps per person killed

TUs may be bought off at 100gps per TU.

If the sentence is bought off immediately, the PCs may continue the adventure, otherwise it stops here for them.

If the PCs fight and kill any members of the patrol and manage to escape then they will be wanted in Dullstrand City afterwards.

If any of the PCs have the Blood feud with the Gatts and have been recognised, then as they make their way to the docks they will be confronted with a large group of Gatts who insist that the offender(s) be handed over to them. They have nothing against the other members of the group and will say so. The Gatts outnumber the PCs by a factor of at least 4 to 1 and make it clear that resistance will be met by force.

If the PC has the Luck domain or a similar luck-based reroll power they may use it at this point to reroll the dice. On any other result than a 1 the PC has managed to persuade the Gatts that they have mistaken them for another.

If the PCs attempt to run or fight they will be overwhelmed and knocked out, all suffering full hps subdual damage and loss of 10% of their gold. Remember that without magical healing, you regain subdual damage at the rate of 1 hp per hour per character level.

(The Gatts will all be in ready mode vs. any hostile action such as spellcasting or drawing a weapon.)

If the PCs make it all the way to the docks without any problems, they can begin to ask about passage to Zeltown.

Encounter 6: Dullstrand City Docks

You have finally arrived at Dullstrand City docks, one thing that stands out is a burnt out warehouse by one of the jetties, still smouldering away. You can see a few ships moored in the harbour inlet, but there is not much activity going on at the moment.

If anyone should ask about the warehouse, they will be told that unknown individuals burnt it down the evening

before, but the Watch has a good idea who did it and they will be dealt with forthwith. Any offers of help will be refused; the watch saying that they can handle it by themselves and any interference will be seen as an offence.

The PCs can ask around for passage to Zeltown and eventually they can find a ship, "The Flocktime Jewel", that is going there. The passage will cost them 5 gp each and 2 gp per horse, The Daytain brothers have enough money for this.

The boat is a normal sailing ship; 2 masts, 90 ft. long by 25 ft. wide.

The captain of the ship informs them that the passage will take about 1 day, with the ship leaving in the evening and arriving the next day.

As they board the ship, they will see that they are not the only passengers, there is also another group heading towards Zeltown. The group is allocated a couple of cabins below decks with their horses stabled in the hold. The Daytain brothers ensure that the wagon is unloaded and stored at the docks.

If anyone should look at the other passengers, they are not wearing their weapons or armour, but are carrying a couple of large chests with them.

The players will be told that no open fires are allowed on board because of the risk of fire. If they wish to cook food, they should ask the cook if they are able to use his stove, which uses a closed fire.

Note: The captain will take no nonsense from the PCs, they will be allowed up on deck, but no sleeping on deck as it gets in the way of the sailors and definitely no-one sleeping in the crow's nest or tying themselves to the masts.

Finally the ship casts off just before sundown and is guided out of the inlet by a member of the Pilots Guild who transfers to a small boat once they are past the reefs and rows back to shore.

Looking back towards Dullstrand City, you realise how well it is hidden. If you did not know it was there, you would miss it all together. No lights are to be seen on the shore and even the entrance to the inlet is well hidden. As night falls you settle down for a nice uneventful voyage to Zeltown.

Encounter 7:

As We Were Sailing To Zeltown

Of course the voyage is going to be all but uneventful; the other group who boarded is actually a group of Lordship of the Isles refugees who arrived in Dullstrand City in 584 C.Y. Having grown more and more homesick they have decided to hijack the ship and sail it to Sulward. They plan

to strike about 3 am, locking the PCs in their cabins and forcing the sailors to navigate to The Lordship.

APL 2 (EL 5)

Group 1

☛ 1st level Warrior (3) hp: 13 each; see Appendix 1.

☛ 1st level Rogue (1) hp: 8 each; see Appendix 1.

☛ 1st level Adept (1) hp: 7 each; see Appendix 1.

Group 2

☛ 1st level Warrior (2) hp: 13 each; see Appendix 1.

☛ 1st level Rogue (1) hp: 8; see Appendix 1.

☛ 1st level Adept (1) hp: 7; see Appendix 1.

APL 4 (EL 7)

Group 1

☛ 1st level Fighter (3) hp: 13 each; see Appendix 2.

☛ 1st level Rogue (1) hp: 8; see Appendix 2.

☛ 3rd level Adept (1) hp: 10; see Appendix 2.

Group 2

☛ 1st level Fighter (2) hp: 13 each; see Appendix 2.

☛ 1st level Rogue (1) hp: 8; see Appendix 2.

☛ 3rd level Adept (1) hp: 10; see Appendix 2.

APL 6 (EL 9)

Group 1

☛ 3rd level Fighter (2) hp: 31 each; see Appendix 3.

☛ 3rd level Rogue (1) hp: 20; see Appendix 3.

☛ 1st level Rogue/2nd Level Monk (1) hp: 19; see Appendix 3.

☛ 3rd level Cleric (1) hp: 24; see Appendix 3.

Group 2

☛ 3rd level Fighter (2) hp: 31 each; see Appendix 3.

☛ 3rd level Rogue (1) hp: 20; see Appendix 3.

☛ 3rd level Cleric (1) hp: 24; see Appendix 3.

APL 8 (EL 11)

Group 1

☛ 5th level Fighter (2) hp: 49 each; see Appendix 4.

☛ 5th level Rogue (1) hp: 32; see Appendix 4.

☛ 3rd level Rogue/2nd Level Monk (1) hp: 29; see Appendix 4.

☛ 5th level Cleric (1) hp: 38; see Appendix 4.

Group 2

☛ 5th level Fighters (1) hp: 49; see Appendix 4.

☛ 5th level Ranger (1) hp: 34; see Appendix 4.

☛ Eagle Animal Companion (1) hp 5; see Appendix 4.

☛ 5th level Rogue (1) hp: 32; see Appendix 4.

☛ 5th level Cleric (1) hp: 38; see Appendix 4.

Tactics: As the sentence for Piracy in The Dullstrand is death with no hope of buying off the punishment, the refugees will fight to the bitter end, unless fire breaks out, in which case they propose a truce (as noted later on).

They split into two groups, as defined above. The group of five is to secure below decks, while the group of four is to capture the captain and the upper deck.

The group for the upper deck will leave their cabin, sneak up to the deck and attempt to capture the captain and the wheel. The group below decks will try to lock the door of the PCs' cabin shut and then capture the crew.

The hijackers are not out to kill people, and will propose and allow the PCs to surrender if they wish.

All long-term enhancement spells and potions (longer than 10 minutes) will be cast/drunk before the groups leave the cabin. If anyone states that they are listening they will hear the spellcasting on a DC 15 Listen check.

The rogues will manoeuvre to get the best flanking position so that they can place their sneak attacks. They will attack unarmoured or lightly armoured PCs first, spell casters in priority. If possible they will hide, strike, and then attempt to hide again.

The adepts/clerics will cast first their offensive spells (*silence* if they have it, attempting to get as many PCs as possible within the area of effect. At APL 8 the clerics will cast *dispel magic* on the group first before the *silence*) and then use their *wand of cure light wounds* and other spells to heal their companions.

At APL 6 and 8 the fighters will coat their cutlasses with the *oil of keen edge* before going into combat.

The first action of the hijackers on entering combat will be to drink the defence potions they possess.

At APL 6 and 8 some armours are quick-release (see new rules section)

At APL 8 the clerics will cast the *bestow curse* using the 2nd effect (-4 to attacks etc; see the *Player's Handbook* page 203) on the largest warriors.

The ranger will have *fly* cast on him; he will then drink the *potion of darkvision* and cast *resist energy* on himself. This will enable him to fly out to a safe range where he may snipe onto the ship, using his *potions of invisibility* if necessary to change positions.

Timing

3am: Spell casting for both groups

3.01am: Group one leaves cabin

3.05am: Group two leaves cabin

3.06am: PCs' cabin door is locked, attack on wheel and Captain.

3.10am: Group one joins up with group two.

The PCs can attempt to break through the locked door but the inner wall is actually weaker. If they wait they will face all the hijackers and not just five of them.

NB: There is no opening in the external hull; the only way out of the cabin is through the door, or the wall.

🔪 **Wooden Door:** 2 in. thick; hardness 10; hp 20; AC 5; DC 25 Break, Average Lock DC 25 Open Locks.

🔪 **Inner Wall:** 1 in. thick; hardness 5; hp 10; AC 5.

Area spells will do damage to the boat ignoring the hardness of the wood. Any area spells with the Fire descriptor have a chance equal to damage done x 2% of setting fire to the boat. The centre of the spell's area is considered as being the starting point for the blaze.

Note that non-area fire spells (such as *scorching ray*) could start a fire if they miss their intended target. If the line of effect crosses the boat after missing the target, have the PC roll a to-hit versus AC 3.

Each section of the boat has 50 hp with a hardness of 5 and there are 9 sections in the boat each 10 ft. wide. The rigging has a total of 80 hp.

The fire will do 10 points of damage per round to a section of the boat. Dousing it with 10 gallons of water in a round will put out the fire in a section; note that a bucket holds 2 gallons of water and a waterskin half a gallon. There are enough buckets on board for everyone to carry two, as long as they remember to tie a rope to them when they throw it overboard.

If 2 or more sections are on fire, the hijackers will propose a truce to put out the fire. If the fire is put out, then fighting will resume if there are more than 50% of the hijackers left standing (note that they will profit during the truce to heal up any of their injured members).

If more than 50% of the hijackers are still incapacitated, then they will negotiate for their freedom (and the two lifeboats) in exchange for their equipment and money. The hijackers will want to keep at least a weapon and some armour each.

Once 3 sections of the boat are destroyed, it will start to sink; once 6 sections are destroyed there is no way to save the boat. There are two small lifeboats on board that can each carry 6 people and their equipment.

If less than 6 sections are destroyed and the fire is out then the vessel can be saved, but it will take twice as long to get to its destination.

The Daytain brothers will not participate in the fight, but will help to put out the fire.

If the PCs do not fight back against the hijackers the boat will be sailed to Sulward; this will take 4 days from the hijacking.

The PCs will not be allowed out of their cabin and will not be fed, as the hijackers do not wish to risk facing them. There will be two of the fighters guarding the door at all times who will raise the alarm if they try to break out. The PCs may try to recapture the ship, but unless they manage to escape silently from their cabin they will face all the hijackers together.

After 3 days the PCs will be informed that they are going to be put ashore on a small island. They are going to be escorted one by one, and allowed to keep their equipment, to the one of the ship's boats. They will be rowed ashore and left on a very small island, which has food and water. They are informed that ships quite often pass by the island so they should be picked up quite quickly.

The PCs may decide to fight at this point, in which case they will face all the hijackers together.

If the PCs stop the boat from being hijacked they will receive a reward of (APL*50gp) from the ship's owners in Zeltown and they become well-liked by the Zels in general.

Conclusion

Arriving in Zeltown you see a strange panorama. Most of the town seems made up of lashed together boats still floating in the small bay where the community is established. Your boat sails up to a wharf and is tied up; you have made it to Zeltown without drowning.

The PCs and the Daytain brothers can now disembark. It is very easy for them to find Yohannes Rikaards as he is the biggest merchant in Zeltown.

The PCs arrived in Zeltown in 10 days or less

Yohannes Rickards is extremely pleased to receive the mare and is more than happy to show it off to the PCs. The Stallion and the Mare have a large area in which to roam and it is obvious that they will be well treated. Yohannes then invites the PCs to his birthday party where a good time is had by all. The local branch of the merchant's guild will pay the payment promised by Vredericks. On leaving, the PCs all receive a letter to Vredericks Arianberg stating Yohannes immense pleasure at the gift. Once the PCs return to Dullstrand City, they will all have the combined favour of Yohannes and Vredericks.

The PCs arrived in Zeltown taking more than 10 days

Yohannes is happy to receive the mare and will show the PCs where it is to stay if asked. The Stallion and the Mare have a large area in which to roam and it is obvious that they will be well treated. The local branch of the merchant's guild will pay the payment promised by Fredericks.

One, or more, of the PCs has been cursed by the clerics.

The curse has to be removed as described in the *Player's Handbook* pg 203. The only cleric in Zeltown high enough to do this is one of Procan and he will refuse to as a cleric of Procan bestowed the curse. If the PCs do not have a cleric in the group who can remove the curse, then the PC must keep the curse and this is to be noted in the play notes. It may be removed at a later date, of course.

The PCs were abandoned on the small island

After a couple of weeks, the PCs will be picked up by a passing ship and manage to return to Dullstrand City. Time wise, this equates to an additional cost of 2 TUs.

Of course this passage will not be free and the captain of the ship will charge them 100 gp each, payable before they get on board.

The mare will have been taken by the hijackers and sold.

Campaign Consequences

This module has "campaign consequences"; that is the outcome of this module will directly affect future events in the region of The Dullstrand in the course of the campaign. The answers to some of the questions below may seem trivial or pointless but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to The Dullstrand Triad at jennings@kpnqwest.ch as soon as possible. General comments about the module will also be accepted at this address.

1. Were the dogs attacked?
2. Was Althea killed?
3. Were any of the guards attacked or killed?
4. Did the mare make it to Zeltown? If not was she killed or sold off?
5. Did the hijackers succeed? How many survived?
6. Did the Daytain brothers both survive; only one; any?

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: [The Journey east]

Defeat the humanoids

APL4	60 XP
APL6	120 XP
APL8	180 XP

Encounter 3: [The Dullstrander Plains]

Capture the mare

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	60 XP

Encounter 4 [Althea Weltrain, Ranger]

Deal with Althea

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Encounter 7 [As we were sailing to Zeltown]

Defeat the hijack

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Conclusion

Deliver the mare

APL2	45 XP
APL4	70 XP
APL6	90XP
APL8	120 XP

Discretionary Role-playing Award

APL2	45 XP
APL4	65 XP
APL6	90XP
APL8	115 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1'125 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Remember that the PCs will only receive the treasure from encounter 4 if they killed or captured Althea. The treasure totals with and without Althea's equipment are both calculated.

Encounter 2: [The Journey east]

APL 4: L: 18 gp; C: 0 gp; M: 0 gp

APL 6: L: 4 gp; C: 0 gp; M: 0 gp

APL 8: L: 12 gp; C: 0 gp; M: 0 gp

Encounter 4 [Althea Weltrain, Ranger]

APL 2: L: 68 gp; C: 0 gp; M: 289 gp

APL 4: L: 29 gp; C: 7 gp; M: 567 gp

APL 6: L: 2 gp; C: 8 gp; M: 994 gp

APL 8: L: 2 gp; C: 2 gp; M: 1747 gp

Encounter 7 [As we were sailing to Zeltown]

APL 2: L: 58 gp; Coin: 100 gp; M: 36 gp

APL 4: L: 139 gp; C: 241 gp; M: 388 gp

APL 6: L: 900 gp; C: 325 gp; M: 1000 gp

APL 8: L: 1379 gp; C: 428 gp; M: 1831 gp

Conclusion

APL 2: L: 0 gp; Coin: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 300 gp; M: 0 gp

APL 6: L: 0 gp; C: 450 gp; M: 0 gp

APL 8: L: 0 gp; C: 600 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 58 gp; C: 250 gp; M: 38 gp - Total: 346 gp

APL 2 with Althea: L: 126 gp; C: 250 gp; M: 327 gp - Total: 704 gp (cap 400)

APL 4: L: 156 gp; C: 541 gp; M: 388 gp - Total: 1085 gp (cap 600 gp)

APL 4 with Althea: L: 313 gp; C: 541 gp; M: 775 gp - Total: 1629 gp (cap 600 gp)

APL 6: L: 906 gp; C: 775 gp; M: 1000 gp - Total: 2681 gp (cap 800 gp)

APL 6 with Althea: L: 908 gp; C: 783 gp; M: 1994 gp - Total: 3685 gp (cap 800 gp)

APL 8: L: 1391 gp; C: 1028 gp; M: 1831 gp - Total: 4249 gp (cap 1250 gp)

APL 8 with Althea: L: 1393 gp; C: 1030 gp; M: 3578 gp - Total: 6001 gp (cap 1250 gp)

Special

Remember to strike out the items possessed by Althea if the PCs did not kill or capture her. These items are marked by an asterisk (*).

Banished from Druid's Hand: You have been banished from Druid's Hand for killing Althea Weltrain. You may not join any Meta-org that is based in or around Druid's Hand or participate in any module beginning in the town. This banishment lasts for 52 TUs or until a blood price of 2,500gp has been paid to the Druidic Circle. You must make a DC 10 Disguise check if you enter Druid's Hand to avoid being recognised; otherwise you will be arrested and sentenced to 52 TUs servitude. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of 100 gp per TU. If you pay the blood price or take servitude, the DM must sign and then cross this off from the certificate. Enmity of Althea Weltrain: By capturing Althea Weltrain thus making her fail her mission you have earned her enmity. This may come into play in future adventures. Well-Liked by the Zels: For thwarting the hijacking of the <i>Flocktime Jewel</i> the Zels are indebted	Wanted in Dullstrand City: You are wanted in Dullstrand City for killing a member of a watch/militia. If you enter Dullstrand City within the next 52 TUs you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised. The sentence may be commuted to a fine of APL x 250 gps per person killed. (APL played at: _) If you pay the fine or are executed, the DM must sign and then cross this off from the certificate. Combined Favour of Yohannes Rikaards and Vredericks Arianberg: For delivering the Dullstrander Mare in time for Yohannes' birthday you have earned a medium favour. As both men have interesting contacts you never know what you might be able to use this for. This favour may pay great dividends in the future.
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Items for the Adventure Record

Item Access

APL 2

- ❖ *Wand of cure light wounds (15 charges)* (Adventure; CL 1st; 225 gp; DMG)

APL 4

- ❖ *+1 mithral shirt** (Adventure; 2,100 gp; DMG)
- ❖ *Wand of cure light wounds* (Adventure; CL 1st; 750 gp; DMG)
- ❖ *Scroll of see invisibility* (Adventure; CL 4th; 200 gp; DMG)
- ❖ *Quick-escape extra* (Regional; +300gp; +2lb; MW Armour min; A&EG)

APL 6

- ❖ *+1 mithral shirt** (Adventure; 2100gp; DMG)
- ❖ *Brooch of shielding** (Adventure; 1500gp; DMG)
- ❖ *+2 arrows** (Adventure; 167gp each; DMG); may only purchase up to 10
- ❖ *Wand of cure light wounds* (Adventure, CL 1st; 750gp; DMG)
- ❖ *Quick-escape extra* (Regional; +300gp; +2lb; MW Armour min; A&EG)
- ❖ *Oil of keen edge* (Adventure; 750 gp; DMG)

APL 8

- ❖ *+2 mithral shirt** (Adventure; 5,100 gp; DMG)
- ❖ *+2 arrows** (Adventure; 167 gp each; DMG); may only purchase up to 10
- ❖ *Quiver of Ehlonna** (Adventure; 1,800gp; DMG)
- ❖ *Wand of cure light wounds* (Adventure, CL 1st; 750 gp; DMG)
- ❖ *Quick-escape extra* (Regional; +300gp; +2lb; MW Armour min; A&EG)
- ❖ *Oil of keen edge* (Adventure; 750gp; DMG)
- ❖ *Wand of cure light wounds* (Adventure, CL 1st; 750 gp; DMG)
- ❖ *Brooch of shielding* (Adventure; 1,500gp; DMG)

Appendix 1: APL 2

Encounter 3 (EL 2)

See Appendix 5

Encounter 4 (EL 5)

☛ **Althea Weltrain**; Female Human Ranger 5; CR 5; Medium Humanoid (human); HD 5d8+5; hp 37; Init +3; Spd 30 ft.; AC 20 (18*), touch 13, flatfooted 17(15*); Base Atk +5; Grp +6; Atk +9 ranged (1d8+1, composite masterwork longbow +1 Str) or +7 melee (1d6+1, short sword masterwork); SA Animal Companion (Ex), Wild Empathy (Ex), Favored Enemy (Human) +4, Favored Enemy (Halfling) +2; SQ none; AL N; SV Fort +5, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats. Climb +5, Concentration +3, Handle Animal +8, Heal +5, Hide +10, Jump +2, Listen +6, Move Silently +10, Ride +10, Search +2, Spot +6, Survival +9, Swim +2, Use Rope +5; Combat Expertise, Point Blank Shot, Precise Shot, Rapid Shot (Bonus Ranger Archery) *Without shield.

Possessions. 10 +1 arrows, 20 masterwork arrows, backpack, chain shirt +1, composite masterwork longbow +1 Str, explorer's outfit, *potion of invisibility* [2], belt pouch, +1 light wooden shield, masterwork short sword

Spells Prepared (0/1; base DC 11 + spell level): 1st: *pass without trace*

☛ **Wolf Animal Companion**; CR 1; Medium Magical Beast; HD 2d8+4; 13 hp; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link (Ex), share spells (Ex); AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats. Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite)

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter 7 (EL 5)

☛ **Male Human Adept 1** (2); CR 1/2; Medium Humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30ft.; AC 9, touch 9, flatfooted 9; Base Atk +0; Grp +0; Atk +0

melee (1d6, quarterstaff) or -1 ranged (1d4, Sling); SA: +4 to Concentration to use spell or spelllike ability; SQ none; AL CN; SV Fort +1, Ref -1, Will +5; Str 10, Dex 8, Con 12, Int 12, Wis 16, Cha 10

Skills and Feats. Concentration +5, Heal +7, Knowledge (Religion) +5, Spellcraft +5; Combat Casting, Improved Initiative

Spells Prepared (3/1; base DC 13 + spell level): 0- *cure minor wounds*, *touch of fatigue* [2]; 1st- *cause fear*, *obscuring mist*

Possessions. Backpack, sling bullets [10], traveller's outfit, quarterstaff, sling, wand of *cure light wounds* (15 chg.)

☛ **Male Human Warrior 1** (5); CR 1/2; Medium Humanoid (human); HD 1d8+2; hp 13; Init +2; Spd 30ft.; AC 16, touch 16, flatfooted 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); SA none; SQ none; AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8

Skills and Feats. Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +0; Toughness, Weapon Focus (Cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, light metal shield, studded leather

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

☛ **Male Human Rogue 1** (2); CR 1; Medium Humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15, touch 13, flatfooted 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, rapier or 1d4+1, dagger) or +3 ranged (1d8, light crossbow or 1d4+1 dagger); SA Sneak Attack +1d6, Trapfinding; SQ none; AL CN; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats. Balance +5, Bluff +2, Climb +5, Escape Artist +5, Hide +7, Knowledge (Splintered Suns) +3, Listen +4, Move Silently +7, Open Lock +3, Search +5, Sense Motive +4, Spot +1, Swim +2, Tumble +7; Combat Reflexes, Improved Initiative

Possessions. Backpack, bedroll, crossbow Bolts [10], light crossbow, dagger, leather armour, traveller's outfit, belt pouch, rapier, *potion of cure light wounds*

Appendix 2: APL 4

Encounter 2 (EL 2)

🐾 **Gnoll** (3); CR 1; Medium Humanoid (Gnoll); HD 2d8+2; 11 hp each; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA none; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats. Listen +2, Spot +3; Power Attack

Possessions. Battleaxe, leather armor, heavy steel shield, shortbow, 20 arrows

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls speak Gnoll.

(*Monster Manual* page 130)

Encounter 3 (EL 2)

See Appendix 5

Encounter 4 (EL 7)

🌿 **Althea Weltrain**; Female Human Ranger 7; CR 7; Medium Humanoid (human); HD 7d8+7; hp 46; Init +3; Spd 30 ft.; AC 20(18*), touch 13, flatfooted 17(15*); Base Atk +7/+2; Grp +8; Atk +11 ranged (1d8+2, composite longbow +1, +1 Str) or +9 melee (1d6+1, short sword Masterwork); Full Atk +11/+6 ranged (1d8+2, composite longbow +1, +1 Str) or +9/+4 melee (1d6+1, short sword Masterwork); SA Animal Companion (Ex), Wild Empathy (Ex), Woodland Stride (Ex), Favored Enemy (Human) +4, Favored Enemy (Halfling) +2; SQ none; AL N; SV Fort +6, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats. Climb +5, Concentration +4, Handle Animal +10, Heal +6, Hide +13, Jump +2, Listen +8, Move Silently +13, Ride +10, Search +6, Spot +6, Survival +11, Swim +2, Use Rope +5; Combat Expertise, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (Ranger Archery), Manyshot (Ranger Improved Archery)

Spells Prepared (0/1; base DC 11 + spell level): 1st pass without trace

Possessions. 10 +1 arrows, 20 masterwork arrows, backpack, +1 mithral shirt, composite longbow +1 (+1 Str), explorer's outfit, oil of *magic weapon* [2], *potion of invisibility* [2], *potion of cure light wounds* [2], belt

pouch, +1 *light wooden shield*, masterwork short sword, silk rope 50 ft., *scroll of cure light wounds* CL 1st [4].

*Without shield

🐾 **Wolf Animal Companion**; CR 3; Medium Magical Beast; HD 4d8+8; 26 hp; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link (Ex), share spells (Ex), evasion (Ex); AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats. Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +2*; Track, Weapon Focus (bite), Power Attack

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter 7 (EL 7)

🌀 **Male Human Adept 3** (2); CR 2; Medium Humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30ft.; AC 9, touch 9, flatfooted 9; Base Atk +1; Grp +1; Atk +2 melee (1d6, masterwork quarterstaff) or +0 ranged (1d4, sling); SA: +4 to Concentration to use spell or spelllike ability, Summon Familiar; SQ none; AL CN; SV Fort +3, Ref +3, Will +7; Str 10, Dex 8, Con 12, Int 12, Wis 16, Cha 10

Skills and Feats. Concentration +7, Heal +9, Knowledge (Religion) +6, Spellcraft +6, Swim +1; Combat Casting, Improved Initiative, Lightning Reflexes

Spells Prepared (3/3; base DC 13 + spell level): 0- *cure minor wounds*, *touch of fatigue* [2]; 1st- *cause fear*, *cure light wounds*, *obscuring mist*

Possessions. Backpack, *cloak of resistance* +1, traveller's outfit, *potion of cure light wounds* [2], *potion of mage armour* [2], masterwork quarterstaff, sling bullets [10], sling, *scroll of see invisibility* (CL 4th), *wand of cure light wounds* (50 chg.), 47gp

🌀 **Male Human Fighter 1** (5); CR 1; Medium Humanoid (human); HD 1d10+3; hp 13; Init +1; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, cutlass) or +4 melee (1d8+3, flail)

or +2 ranged (1d8, light crossbow); SA none; SQ none; AL: CN; SV: Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats. Climb +2, Handle Animal +0, Intimidate +3, Jump +1, Ride +3, Swim -1; Cleave, Power Attack, Weapon Focus (Cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, flail, light metal shield, chain shirt, *potion of cure light wounds*, 19gp

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

♣ **Male Human Rogue 1** (2); CR 1; Medium Humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15, touch 13, flatfooted 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, rapier or 1d4+1, dagger) or +3 ranged (1d8, light crossbow or 1d4+1 dagger); SA Sneak Attack +1d6, Trapfinding; SQ none; AL CN; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats. Balance +5, Bluff +2, Climb +5, Escape Artist +5, Hide +7, Knowledge (Splintered Suns) +3, Listen +4, Move Silently +7, Open Lock +3, Search +5, Sense Motive +4, Spot +1, Swim +2, Tumble +7; Combat Reflexes, Improved Initiative

Possessions. Backpack, bedroll, crossbow bolts [10], light crossbow, dagger, leather armour, traveller's outfit, belt pouch, rapier, *potion of cure light wounds*, 29 gp

Appendix 3: APL 6

Encounter 2 (EL 4)

🐾 **Bugbear** (2); CR 2; Medium Humanoid (Goblinoid); HD 3d8+3; 16 hp each; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Space/Reach 5 ft./5 ft.; SA none; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats. Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar)

Possessions. Morningstar, leather armor, light wooden shield, 3 javelins

Bugbears speak Goblin and Common.
(*Monster Manual* page 29)

Encounter 3 (EL 2)

See Appendix 5

Encounter 4 (EL 9)

🌿 **Althea Weltrain**; Female Human Ranger 9; CR 9; Medium Humanoid (human); HD 9d8+9; hp 57; Init +4; Spd 30 ft.; AC 21(19*), touch 14, flatfooted 17(15*); Base Atk +9/+4; Grp +9; Atk +14 ranged (1d8+1, composite longbow +1) or +10 melee (1d6+1, short sword masterwork); Full Atk +14/+9 ranged (1d8+1, composite longbow +1) or +10/+5 melee (1d6+1, short sword masterwork); SA Animal Companion (Ex), Swift Tracker (Ex), Wild Empathy (Ex), Woodland Stride (Ex), Favored Enemy (Human) +4, Favored Enemy (Halfling) +2; SQ none; AL N; SV Fort +7, Ref +10, Will +4; Str 11, Dex 18, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats. Climb +5, Concentration +5, Handle Animal +10, Heal +6, Hide +16, Jump +2, Listen +9, Move Silently +16, Ride +11, Search +8, Spot +9, Survival +13, Swim +2, Use Rope +9; Combat Expertise, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (Ranger Archery), Manyshot (Ranger Improved Archery)

Spells Prepared (0/1; base DC 11 + spell level): 1st-pass without trace

Possessions. 10 +2 arrows, 20 masterwork arrows, brooch of shielding, backpack, +1 mithral shirt, composite longbow +1, explorer's outfit, *potion of invisibility* [2], *potion of cure light wounds* [2], belt pouch, +1 light wooden shield, +1 short sword, silk rope 50 ft., *scroll of cure light wounds* CL 1st [4].

*Without shield

🐾 **Wolf Animal Companion**; CR 3; Medium Magical Beast; HD 4d8+8; 26 hp; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link (Ex), share spells (Ex), evasion (Ex); AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats. Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +2*; Track, Weapon Focus (bite), Power Attack

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter 7 (EL 9)

👤 **Male Human Cleric 3** (2); CR 3; Medium Humanoid (human); HD 3d8+6; hp 24; Init +4; Spd 20 ft.; AC 19, touch 10, flatfooted 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, masterwork morningstar) or +2 ranged (1d8, light crossbow); SA +4 to Concentration to use spell or spell like ability, Turn Undead (Su) 3/day, Spontaneous casting cures; SQ none; AL CN; SV Fort +5, Ref +3, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10

Skills and Feats. Concentration +7, Heal +8, Knowledge (Religion) +4, Spellcraft +4; Combat Casting, Improved Initiative, Lightning Reflexes

Deity. Procan

Domains.

Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.)

Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.)

Spells Prepared (4/3+1/2+1; base DC 13 + spell level): 0- *create water*, *detect magic*, *guidance*, *read magic*; 1st - *bane*, *doom*, *obscuring mist**, *summon monster I*; 2nd - *fog cloud**, *silence*, *remove paralysis*

*Domain Spell

Possessions: Backpack, crossbow bolts [10], light crossbow, traveller's outfit, masterwork half-plate quick-escape, silver holy symbol, masterwork morningstar, *oil of magic* weapon, *potion of cure light wounds* [2], belt pouch, *scroll of hold person* (CL 3rd), heavy metal shield, *wand of cure light wounds* (50 chg.), *potion of shield of faith* +2, 6gp

♣ **Male Human Fighter 3** (4); CR 3; Medium Humanoid (human); HD 3d10+9; hp 31; Init +5; Spd 20 ft.; AC 19, touch 10, flatfooted 19; Base Atk +3; Grp +7; Atk +8 melee (1d6+3, masterwork cutlass) or +5 ranged (1d8, masterwork light crossbow); SA none; SQ none; AL CN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +0, Handle Animal +0, Intimidate +4, Jump +0, Ride +4, Swim +6; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (cutlass)

Possessions: Backpack, crossbow bolts [10], light crossbow, masterwork half-plate quick-escape, *oil of magic* weapon, *oil of keen edge*, traveller's outfit, *potion of cure light wounds* [2], *potion of shield of faith* +2 [2], belt pouch, masterwork cutlass, heavy metal shield, 26gp

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

♣ **Male Human Rogue 1/Monk 2**; CR 3; Medium Humanoid (human); HD 1d6+2d8+3; hp 19; Init +7; Spd 30 ft.; AC 16, touch 15, flatfooted 13; Base Atk +1; Grp +2; Atk +5 melee (1d6+1, masterwork kama) or +4 melee (1d6+1, unarmed attack); Full Atk +3/+3 melee (1d6+1, Flurry of blows kama) or +2/+2 melee (1d6+1, Flurry of blows unarmed strike); SA Evasion, Flurry of blows, Sneak Attack +1d6, Stunning Fist attack 2/day (DC 13), Trapfinding; SQ none; AL LN; SV Fort +4, Ref +8, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 8

Skills and Feats: Balance +7, Bluff +0, Climb +4, Disable Device +3, Escape Artist +4, Hide +9, Jump +8, Listen +6, Move Silently +9, Profession (Sailor) +4, Search +5, Sense Motive +6, Spot +6, Swim +2, Tumble +11, Use Rope +4; Dodge, Improved Initiative, Weapon Finesse, Unarmed Strike (Bonus Monk), Evasion (Bonus Monk), Flurry of Blows (Bonus Monk)

Possessions: *Amulet of natural armor* +1, backpack, masterwork kama, traveller's outfit, *potion of cure light wounds* [2], *potion of mage armor* [2], belt pouch, silk rope 50 ft., thieves' tools, 5gp

♣ **Male Human Rogue 3** (2); CR 3; Medium Humanoid (human); HD 3d6+6; hp 20; Init +7; Spd 30 ft.; AC 16, touch 13, flatfooted 13; Base Atk +2; Grp +3; Atk +6 melee (1d6+1, masterwork rapier) or +5 melee (1d4+1, dagger) or +6 ranged (1d8, masterwork light crossbow) or ranged +5 (1d4+1, dagger); SA Evasion, Sneak Attack +2d6, Trap Sense +1, Trapfinding; SQ none; AL CN; SV Fort +4, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +10, Bluff +5, Climb +6, Diplomacy +4, Disguise +2, Escape Artist +5, Hide +9, Intimidate +2, Jump +3, Knowledge (Local) +3, Listen +5, Move Silently +9, Open Lock +5, Search +6, Sense Motive +5, Spot +3, Swim +2, Tumble +9, Use Rope +5; Combat Reflexes, Improved Initiative, Weapon Finesse

Possessions: Backpack, thieves' tools, crossbow bolts [10], masterwork light crossbow, *cloak of resistance* +1, dagger, *elixir of sneaking*, traveller's outfit, *potion of cure light wounds* [2], *potion of invisibility*, belt pouch, masterwork rapier, masterwork studded leather, 14gp

Appendix 4: APL 8

Encounter 2 (EL 6)

🐾 **Ogre** (3); CR 3; Large Giant; HD 4d8+11; 29 hp each; Init -1; Spd 30 ft. in hide armor, base speed 40 ft.; AC 16; touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA none; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats. Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Possessions: Greatclub; hide armor, 3 javelins

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

(*Monster Manual* pages 198-199)

Encounter 3 (EL 2)

See Appendix 5

Encounter 4 (EL 11)

🌿 **Althea Weltrain**; Female Human Ranger 11; CR 11; Medium Humanoid (human); HD 11d8+11; hp 69; Init +5; Spd 30'; AC 23(21*), touch 15, flatfooted 18(16*); Base Atk +11/+6/+1; Grp +11; Atk +17 ranged (1d8+1, composite longbow +1) or +17 melee (1d6+1, short sword +1); Full Atk +17/+12/+7 ranged (1d8+1, composite longbow +1) or +17/+12/+7 melee (1d6+1, short sword +1); SA: Animal Companion (Ex), Swift Tracker (Ex), Wild Empathy (Ex), Woodland Stride (Ex), Favored Enemy (Human) +4, Favored Enemy (Halfling) +4, Favored Enemy (Giant) +2; SQ none; AL: N; SV: Fort +8, Ref +12, Will +4; Str 11, Dex 18, Con 12, Int 13, Wis 12, Cha 10

Skills and Feats. Climb +5, Concentration +6, Escape Artist +6, Handle Animal +10, Heal +6, Hide +18, Jump +2, Listen +11, Move Silently +18, Ride +11, Search +11, Spot +11, Survival +15, Swim +1, Use Rope +11; Combat Expertise, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (Bonus Ranger Archery), Manyshot (Bonus Ranger Improved Archery), Improved Precise Shot (Bonus Ranger Greater Archery), Weapon Finesse

Spells Prepared (0/1/1; base DC 11 + spell level: 1st - *pass without trace*, 2nd - *spike growth*)

Possessions. 10 +2 arrows, 5 +1 arrows, 20 arrows masterwork, backpack, *brooch of shielding*, *gloves of*

dexterity +2, +1 composite longbow, +2 mithral shirt, explorer's outfit, *potion of cure light wounds* [2], *potion of invisibility* [2]; belt pouch, *quiver of Ehlonna*, silk rope 50 ft., scroll of *cure light wounds* [4], light wooden shield +1, short sword +1, 12gp.

*Without shield

🐾 **Wolf Animal Companion**; CR 3; Medium Magical Beast; HD 4d8+8; 26 hp; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link (Ex), share spells (Ex), evasion (Ex); AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats. Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +2*; Track, Weapon Focus (bite), Power Attack

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter 7 (EL 11)

👤 **Male Human Cleric 5** (2); CR 5; Medium Humanoid (human); HD 5d8+10; hp 38; Init +4; AC 20, touch 10, flatfooted 20; Base Atk +3; Grp +4; Atk +5 melee (1d8+1, masterwork morningstar) or +5 ranged (1d8, masterwork light crossbow); SA +4 to Concentration to use spell or spell like ability, Turn Undead 2/day, Spontaneous casting cures; SQ none; AL CN; SV: Fort +6, Ref +3, Will +8; Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 9

Skills and Feats. Concentration +10, Heal +9, Knowledge (Religion) +5, Knowledge (The Planes) +1, Spellcraft +5; Combat Casting, Improved Initiative, Lightning Reflexes

Deity: Procan

Domains.

Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.)

Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.)

Spells Prepared (5/4+1/3+1/2+1; base DC 14 + spell level): 0- *create water, detect magic, guidance* [2], *read magic*; 1st- *bane, doom, inflict light wounds* [2], *obscuring mist**; 2nd- *aid, fog cloud**, *silence, remove paralysis*; 3rd- *bestow curse, dispel magic, fly**.

Possessions: Backpack, wand of *cure light wounds* (50 chg.), crossbow bolts [10], masterwork light crossbow, *elixir of swimming*, masterwork full plate quick-escape, silver holy symbol, masterwork morningstar, traveller's outfit, *potion of cure light wounds* [2], *potion of shield of faith* +2, belt pouch, scroll of *cure light wounds* [2], *scroll of hold person* (CL 3rd) [2], masterwork heavy metal shield, 7gp

♣**Male Human Ranger 5**; CR 5; Medium Humanoid (human); HD 5d8+5; hp 34; Init +3; Spd 30ft.; AC 18, touch 13, flatfooted 15; Base Atk +5; Grp +6; Atk +9 ranged (1d8+1, Composite Masterwork Longbow +1 Str) or +7 melee (1d6+1, Short Sword Masterwork); SA Animal Companion (Ex), Wild Empathy (Ex), Favored Enemy (Human) +4, Favored Enemy (Halfling) +2; SQ none; AL CN; SV Fort +5, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +5, Concentration +3, Handle Animal +8, Heal +5, Hide +10, Jump +2, Listen +6, Move Silently +10, Ride +10, Search +2, Spot +6, Survival +9, Swim +2, Use Rope +5; Combat Expertise, Point Blank Shot, Precise Shot, Rapid Shot (Bonus Ranger Archery)

Possessions: Arrows +1 [10], masterwork arrows [20], backpack, chain shirt +1 quick-escape, composite masterwork longbow +1 Str, oil of *magic weapon*, explorer's outfit, *potion of barkskin* +2, *potion of cure light wounds* [2], *potion of darkvision*, *potion of invisibility* [2], *potion of shield of faith* +2 (2), belt pouch, masterwork short sword, 3gp

Spells Prepared (0/1; base DC 11 + spell level): 1st - *resist energy*

♣**Eagle Animal Companion**; CR 1/2; Small Magical Beast; HD 1d8+1; 5 hp; Init. +2 Spd 10 ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk +3 melee (1d4 Talons); Full Atk 2x +3 melee (1d4, talons) and -2 melee (1d4, bite); SA Link (Ex), Share Spells; SQ Low-light vision;

SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +2, Spot +14; Weapon Finesse

Combat: Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

♣**Male Human Fighter 5** (3); CR 5; Medium Humanoid (human); HD 5d10+15; hp 49; Init +5; Spd 20ft.; AC 21, touch 11, flatfooted 18; Base Atk +5; Grp +8; Atk +10 melee (1d6+5, masterwork cutlass) or +7 ranged (1d8, masterwork light crossbow); SA none; SQ none; AL CN; SV Fort +7, Ref +2, Will +3; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Climb +3, Handle Animal +0, Intimidate +5, Jump +3, Ride +6, Swim +5; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Cutlass), Weapon Specialization (Cutlass)

Possessions: Backpack, crossbow bolts [10], masterwork light crossbow, masterwork full plate quick-escape, oil of *magic weapon*, traveller's outfit, *potion of barkskin* +2, *potion of cure light wounds* [2], *potion of enlarge person*, oil of *keen edge*, *potion of shield of faith* +2, belt pouch, masterwork cutlass, masterwork heavy metal shield, 26gp

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

♣**Male Human Rogue 3/Monk 2**; CR 5; Medium Humanoid (human); HD 3d6+2d8+5; hp 29; Init +7; Spd 30ft.; AC 17, touch 16, flatfooted 14; Base Atk +3; Grp +3; Atk +7 melee (1d6+1, masterwork kama) or +6 melee (1d6+1, unarmed attack) or +6 ranged (1d8, light crossbow); Full Atk +5/+5 melee (1d6+1, Flurry of blows kama) or +4/+4 melee (1d6+1, Flurry of blows unarmed strike); SA Evasion, Flurry of blows, Sneak Attack +2d6, Stunning Fist attack 2/day (DC 15), Trap Sense (Ex) +1, Trapfinding; SQ none; AL LN; SV Fort +6, Ref +10, Will +8; Str 10, Dex 16, Con 12, Int 12, Wis 16, Cha 8

Skills and Feats: Balance +10, Climb +5, Diplomacy +1, Disable Device +3, Escape Artist +8, Hide +11, Jump +7, Listen +11, Move Silently +11, Profession (Sailor) +5, Search +3, Sense Motive +8, Spot +11, Swim +1, Tumble +16; Improved Initiative, Skill Focus (Tumble), Weapon Finesse, Unarmed Strike (Bonus Monk), Evasion (Bonus Monk), Flurry of Blows (Bonus Monk)

Possessions: *Amulet of natural armor* +1, oil of *magic weapon* [2], backpack, crossbow bolts [10], *cloak*

of resistance +1, light crossbow, masterwork kama; traveller's outfit, potion of *cat's grace* [2], *potion of cure light wounds* [2], *potion of mage armor* (2), belt pouch, silk rope 50 ft., thieves' tools, 19gp

♣ **Male Human Rogue 5** (2); CR 5; Medium Humanoid (human); HD 5d6+10; hp 32; Init +7; Spd 30ft.; AC 17, touch 13, flatfooted 17; Base Atk +3; Grp +4; Atk +7 melee (1d6+1, masterwork rapier) or +7 ranged (1d8, masterwork light crossbow); SA Evasion, Sneak Attack +3d6, Trap Sense +1, Trapfinding, Uncanny Dodge; SQ none; AL CN; SV Fort +4, Ref +8, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Balance +10, Bluff +5, Climb +6, Diplomacy +4, Disguise +2, Escape Artist +7, Hide +10, Intimidate +2, Jump +8, Knowledge (Local) +5, Listen +6, Move Silently +11, Open Lock +7, Search +7, Sense Motive +5, Spot +5, Swim +2, Tumble +13, Use Rope +5; Combat Reflexes, Improved Initiative, Weapon Finesse

Possessions: Backpack, crossbow bolts [10], *brooch of shielding*, masterwork light crossbow, oil of *magic weapon* [2], traveller's outfit, *potion of cure light wounds* [2], *potion of invisibility* [2], *potion of shield of faith* +2 [2], belt pouch, masterwork rapier, silk rope 50 ft., *+1 studded leather*, thieves' tools, 26gp

Appendix 5: All APLs

The Daytain Brothers

☛ **Jozep Daytain**, Male Human Expert 3/Warrior 1; CR 3; Medium Humanoid (human); HD 3d6+1d8+8; hp 27; Init +2; Spd 30ft.; AC 16, touch 12, flatfooted 14; Base Atk +3; Grp +5; Atk +6 ranged (1d8, composite masterwork longbow) or +6 melee (1d8+2, masterwork longsword); SA none; SQ none; AL N; SV Fort +5, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 10

Skills and Feats. Handle Animal +9, Hide +6, Knowledge (Local) +3, Knowledge (Nature) +3, Listen +3, Move Silently +6, Ride +11, Spot +3, Swim +2, Use Rope +9, Escape Artist +3; Animal Affinity, Exotic Weapon Proficiency (Lasso), Stealthy

Possessions. Arrows [20], backpack, bedroll, bit and bridle, flint and steel, light horse, leather armour, masterwork composite longbow, masterwork longsword, explorer's outfit, hemp rope 50 ft., potion of cure light wounds [2], silk rope 50 ft., sack, riding saddle, saddlebags, light metal shield, trail rations [7], tent, waterskin, 151 gp

☛ **Avernal Daytain**, Male Human Expert 2/Warrior 1; CR 2; Medium Humanoid (human); HD 2d6+1d8+6; hp 21; Init +2; Spd 30ft.; AC 16, touch 12, flatfooted 13; Base Atk +2; Grp +4; Atk +4 ranged (1d8, composite masterwork longbow) or +4 ranged (1d4+2, dagger) or +5 melee (1d8+2, masterwork longsword) or +4 melee (1d4+2, dagger); SA none; SQ none; AL N; SV Fort +4, Ref +2, Will +3; Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats. Handle Animal +1, Heal +5, Hide +6, Knowledge (Local) +1, Knowledge (Nature) +1, Listen +4, Move Silently +6, Profession (Cook) +9, Ride +4, Spot +5, Swim +1, Use Rope +3; Alertness, Skill Focus (Profession (Cook)), Stealthy

Possessions. Arrows [20], backpack, bedroll, dagger, flint and steel, light horse, leather armour, composite longbow, masterwork longsword, explorer's outfit, iron pot, potion of cure light wounds [2], belt pouch, trail rations [7], hemp rope 50 ft., sack, saddlebags, light metal shield, waterskin, 209gp

Encounter 2 (EL 2)

☛ **Wild Dog** (6): CR 1/3; Small Animal; HD 1d8+2; hp 6 each; Init +3; Spd 40 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -3; Atk: +2 melee (1d4+1, bite);

Space/Reach 5 ft./5 ft.; SA none; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats. Jump +7, Listen +5, Spot +5, Survival +1* (+5 when tracking by scent); Alertness, Track.

Encounter 3 (EL 2)

☛ **Dullstrander Mare**: CR 2; Large Animal; HD 4d8+12; 30 hp; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves), +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA none; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills and Feats. Listen +5, Spot +4; Endurance, Run

These animals are similar to heavy horses but are bred for strength and aggression.

Carrying Capacity: A light load for a Dullstrander is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A Dullstrander can drag 4,500 pounds.

Encounter 5 (EL 5)

☛ **Male Human Warrior 1** (9); CR 1/2; Medium Humanoid (human); HD 1d8+2; hp 13; Init +2; Spd 30ft.; AC 16, touch 16, flatfooted 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); SA none; SQ none; AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8

Skills and Feats. Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, light metal shield, studded leather

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

☛ **Male Human Warrior 2**; CR 1; Medium Humanoid (human); HD 2d8+4; hp 20; Init +6; Spd 30ft.; AC 16, touch 16, flatfooted 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); SA none; SQ none; AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats. Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (Cutlass)

Possessions. Crossbow bolts [10], light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, potion of *cure light wounds* [2]

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Appendix 6: New Rules Items

Quick-Escape: Ingeniously crafted, this armour uses special buckles, straps, and releases so it can be removed in mere moments. It is a favourite of wealthy sailors and adventurers who anticipate going near bodies of water.

As a standard action, the wearer pulls and twists on a special lock, located on the shield-side hip, which causes the armour to fall away. Each lock is unique in operation, making it difficult for anyone other than the owner to undo, especially in the middle of battle. A Disable Device check (DC 30) is required for someone other than the wearer to release the armour in combat.

If the Disable Device attempt is made while the wearer is not in combat (a rogue sneaking up on a sleeping guard, for example), then the DC is reduced to 15.

The quick-escape extra must be included during the creation of the armour, which must be of masterwork quality. It takes twice as long as normal to put on quick-escape armour.

Player's Handout 1:

